THUNDER X3M

Strezov

SAMPLING

ABOUT STREZOV SAMPLING

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We would like to note that, in our pursuit for more lively and natural samples, we tend to avoid a few things that are considered commonplace. We used some normalization on the samples of "**Thunder**", but tried to keep the depth of the instrument dynamics. We embrace candid, lively samples that include some natural imperfections.

ABOUT THUNDER X3M

THUNDER X3M is a product which took all three previous editions of our epic percussion range and brought new life to the sample material by implementing an exciting and powerful engine that allows the user to manipulate the sample material. This, along with fresh and unique new sample content, opens vast musical possibilities for the working composer.

The concept behind the whole THUNDER series was to create unique instrument combinations – on-set mixture between timpani and toms, between Bulgarian tupans and snare drums. The series was held in high regard and we continued to experiment with THUNDER 2 and 3, introducing a large 15-man percussion ensemble for the third version.

The reason we went back to the scripting is simple – we were not happy with the library and we felt it wasn't living up to its full potential. As working composers ourselves, we needed features which will optimize our workflow – pitch control of the percussion and transient controls to name a few. The new sample content not only has ensemble patches, but also tons of solo percussion – excellent for giving your rhythms definition.

Our main idea was to record epic film percussion. The library has multiple dynamic layers (from very soft ppp to blasting ffff) and has multiple round-robins (meaning that each instrument has unique samples which get changed every time you press a key).

And after all these years, the series takes the next step and becomes available to a bigger part of the community by joining the ranks of the NKS-compatible libraries!

THE X3M ENGINE

The concept behind the new X3M engine is quite simple – it is made out of 12 zones which you assign different patches to. After setting up the template of your choosing just plug in and play – nothing else needed!

When you load up **THUNDER X3M,** you automatically load all samples inside your "Samples" directory. However, the instruments are built in such a way which actually keeps all samples purged, unless you load them up in a zone. This means that not only do you have a single patch with all types of percussion you might need - you also have a patch which is optimized and does not hurt your RAM!

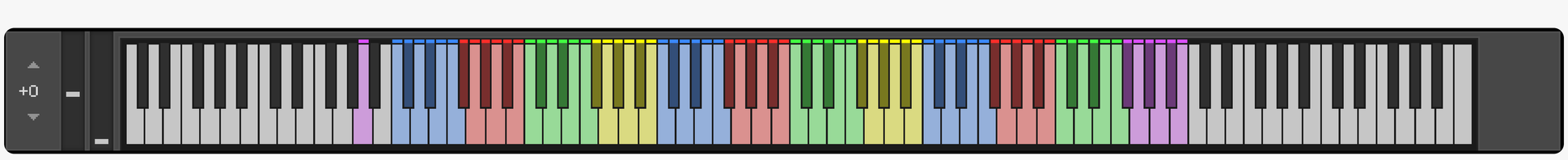
Q: How does it work?

When you open the patch the main settings you need are displayed here:



Q: How do I load instruments?

Click on any zone (marked Z-1, Z-2, Z-3, ..., Z-12) and then navigate through the list of categories and instruments; try and choose one that works well for you just by clicking on it - that way the instrument gets loaded into the selected zone.



All 12 keyboard zones are using different color markers to allow for easier navigation and playability. Not only that – when you start editing a zone, its color will change to purple. We did this to avoid confusion and to give you a clear view of what you are currently editing.

The Reset RR function is also available to you as a keyswitch located on A-1, marked in purple.

The patches also have global microphone control.



By default, you have all three microphone positions turned ON - “Close”, “Decca” and “Hall”. If you’d like to, you can turn each of the microphones on or off, solo or mute them, and also adjust the stereo spread of each, by clicking on and dragging the symbol on the right of the microphone position’s name.

SOUND SHAPING AND SOUND DESIGN OPTIONS

You have all 12 zones displayed on the page and you have several controls at your disposal for shaping the sound of all the different instruments in your current template:



EQ
A three-band EQ giving you the opportunity to boost or cut low, middle or high frequencies of the instruments.

AMP.FX

Transient Attack Knob & Transient Sustain Knob – transient attack and sustain work like a compressor; the attack amps up the beginning of the wave file, while the sustain can increase or decrease the sample tail. These are just PERFECT for getting even punchier sound!

Saturation Knob – a simple, but extremely effective tool to add little saturation/drive to some of the harmonics of the sound, or to take out some of the harshness.

WAVESHAPE

Pitch Knob – allows you to adjust the pitch of the samples. Really useful to load a single instrument twice and then change the pitch of one of the zones. You can load up any instrument of your choosing into two zones, then decrese the pitch of zone 2 all the way to the left. Play them together and now you have an even thicker sound!

Offset – moves the starting point of the instrument samples up to 100 ms from their original position. Whenever you adjust the offset, a bit of an attack curve gets added automatically in order to smoothen the start. The higher the value / position of the button, the smoother the curve.

Release – it shortens or extends the release of each played instrument.

Align – One new functionality, first introduced in Percussion Essentials X3M, is the Align tool at the GUI's bottom right corner. This can be used to align and change the phase between the close and far microphones. Naturally the recording from the hall mics has a few ms of delay due to the bigger distance between the mics and the source of the sound. However, with the Align tool, you're able to compensate for this delay and change the character of the sound by adjusting the phase. Apart from all of these modifications, you have the option to adjust the overall volume, mic volume and panning for each individual zone. An additional functionality of all new X3M libraries is the "Select RR" function. This function allows you to deactivate any of the RRs for a particular instrument included in the library, by simply clicking on the RR's number in the top right corner of the GUI. This gives you the liberty to shape the sound per your taste and needs.

Last, but not least - the engine has some really useful controls:

NEW – initializes the template – just like the button CLEAR, but applied to all zones.

LOAD/SAVE – you have the possibility to make your own presets and to save them with just a few clicks!

HELP – a built-in ‘’help’’ file. Just click on it, and brief explanations of all the library’s controls will light up and help you get through.

RESET RR – resets all Round-robins for the zone you’ve currently selected (this function is also available as a keyswitch, located on A-1)

Also, there are two additional buttons at the bottom right corner – DISCARD (reverts all changes you have made to the default values) and CLEAR (removes all samples and settings from the zone).You also have EQ control (three knobs for high, mid and low frequencies) and individual volume control for the current zone.

PATCH LIST

In your “Instruments” folder, you will find a total of 9 patches. “Thunder X3M” is a blank template of the engine, ready for you to play around with (including rolls in multiple dynamic layers, controllable via CC#1). And there are 8 more patches preloaded with all of the library’s major sections (and their respective naming hints to their best use cases):

- All Clacks
- Epic Metals
- Ethnic Percussion
- High Ensembles
- Low Ensembles
- Solo Percussion
- Sound Design Percussion
- Toms

As we previously pointed out, “THUNDER X3M” is all about instrument combinations. It is important to point out that these combinations were not made during post-production – everything was recorded that way. For us, the ensemble is what makes the music and what makes the samples (a good example of that could be our Storm Choir series). When playing really different and unorthodox instruments together, the entire sound of the percussion changes, the players behave differently and think differently. As a result we have something really special and unheard before. Here is a detailed list of all samples included:

INSTRUMENT LIST

THUNDER X3M

Instrument Name	Dyn	RR	Details
Low Ensembles			
The Brute	4	5	Low Taiko (Mallets) And Gran Casa (Hands);
Elder Titan 1	7	13	7 Timpani, 3 Bass Drums And 5 Floor Toms, Recorded With Mallets (ML)
Elder Titan 2	7	13	7 Timpani, 3 Bass Drums And 5 Floor Toms, Recorded With Sticks (ST)
Elder Titan 3	7	13	7 Timpani, 3 Bass Drums And 5 Floor Toms, Recorded With Brushes (BR)
King Kong 1	1	10	2 Concert Bass Drums, 1 Detuned Kick Drum, 3 Detuned Timpani And Shouts; The Shouts Are A Part Of The Recording, They Are Not Added Afterwards
King Kong 2	1	11	2 Concert Bass Drums, 1 Detuned Kick Drum, 3 Detuned Timpani And Shouts; The Shouts Are A Part Of The Recording, They Are Not Added Afterwards
The Kraken	4	10	2 Concert Bass Drums And 1 Detuned Kick Drum (Huge Sticks), 3 Detuned Timpani (Hard Mallets)
The Mandarin	4	10	2 Concert Bass Drums (Huge Sticks) And 4 Wooden Clacks
Camel Safari	10	8	2 Concert Bass Drums (Mallets), 2 Detuned Timpani (Sticks), 4 Bulgarian Tupans (Sticks)
The Hulk	10	8	2 Concert Bass Drums (Mallets), 2 Detuned Timpani (Mallets), 1 Kick Drum (Played With A Mallet), 3 Low Toms (Mallets);
High Ensembles			
Fists Of Fury	3	5	Six Detuned Timpani (Sticks), Solo Taiko (Hard Sticks), 2 Floor Toms (Mallets); Two Toms – Two Floor Toms (Sticks)
Two Toms	4	6	Two Floor Toms (Sticks);
Armada	7	12	15 Snares (Sticks);
Pirate Ship	10	8	8 Different Snares (Sticks);
Fist Fighter	4	10	2 Concert Bass Drums, 1 Detuned Kick Drum, 3 Floor Toms – Played With Hands;
Warrior	4	10	2 Floor Toms, 1 Taiko
Click Clackers 1	10	8	4 Tupans (Sticks), 2 Concert Bass Drums (Sticks), 2 Detuned Timpani (Sticks) – All Of Them: Rimshots
Click Clackers 2	10	8	8 Toms, Detuned (Sticks) – All Of Them: Rimshots
Down Rider	10	8	4 Tupans ('beater'), 3 High Toms (Sticks), 1 Mid Tom (Sticks)
Dervish	10	8	3 Bulgarian Tupans (Sticks), 1 Darbuka (Hands+Stick), Snare Drum With Tambourine (Sticks), 1 Floor Tom, 1 Concert Bass Drum (Mallet), 1 Snare Drum (Sticks);
Greater Beasts 1	10	8	8 Toms, Normal Tuning (Sticks);
Greater Beasts 2	10	8	8 Toms, Detuned On Set (Sticks);
Mountain King	10	8	2 Timpani, 1 Concert Bass Drum, 2 Snares, 3 Toms (All Of Them With Brushes)
Voyvoda 1	10	8	3 Tupans (Small Sticks), 2 Floor Toms (Sticks), 2 Concert Bass Drums (Mallets), 1 Snare Drum (Sticks)
Ethnic Ensembles			
Bendir	4	8	Solo Turkish Bendir, Played With Mallets;
Cajon 1	4	6	Solo Cajon, Played With Mallets
Cajon 2	4	6	Solo Cajon, Played With Hands
Wooden Sticks	3	6	Two Sticks, Played By One Player;
Kali	5	13	Combination Of 5 Tambourines, 6 Djembes And 4 Darbukas
Mumbai Chase 1	4	13	15 Large Water Jugs, Recorded With Brushes (BR);
Mumbai Chase 2	2	13	15 Large Water Jugs, Recorded With Hands (H)
Mumbai Chase 3	4	13	15 Large Water Jugs, Recorded With Sticks (ST);

The Cartel	5	13	4 Cajons, 6 Djembes, 1 Gran Casa, 4 Darbukas;
Urban Warriors 1	4	13	Basins And Buckets, Recorded With Mallets (ML)
Urban Warriors 2	4	13	Basins And Buckets, Recorded With Sticks (ST)
Jungle Chase	3	10	6 Toms (Rimshots);
Samurai	4	10	6 Custom Made Wooden Stick Clacks;
Voyvoda 2	10	8	3 Tupans (Small Sticks), 2 Floor Toms (Sticks), 2 Concert Bass Drums (Mallets), 1 Mid Tom (Sticks)

Solo Percussion

Taiko 1	5	8	Low Taiko, Flammed Hits
Taiko 2	5	8	Low Taiko Hits;
Taiko 3	5	8	Mid Taiko Hits;
Taiko 4	3	8	High Taiko Hits;
Taiko 5	3	8	Taiko Rimshots;
Thor's Hammer	1	4	“Mahler Hammer” On Wood;
Casa 1	4	6	Concert Bass Drum Inside A Case, Sticks;
Casa 2	3	6	Concert Bass Drum With Hands (H);
Casa 3	3	6	Concert Bass Drum With Mallets (ML);
Casa 4	4	6	Concert Bass Drum With Sticks (ST);
Kick 1	4	6	Drum Kit Kick, Played With Mallets (ML);
Kick 2	4	6	Drum Kit Kick, Played With Sticks (ST);
Kick RIM	3	6	Drum Kit Kick, Played On The Rim;
Tom 1 - 12'	4	6	12” Tom, Played With Mallet (ML);
Tom 2 - 12'	3	6	12” Tom, Played With Sticks (ML);
Tom 3 – 14'	4	6	14” Tom, Played With Mallet (ML);
Tom 4 – 14'	4	6	14” Tom, Played With Sticks (ML);
Tom 5 – 16'	4	6	16” Tom, Played With Mallet (ML);
Tom 6 – 16'	4	6	16” Tom, Played With Sticks (ML);

Epic Metals

Anvil 1	1	2	Anvil Played With A Hammer
Anvil 2	1	2	Anvil Played With A Hammer
Anvil 3	1	2	Anvil Played With A Hammer
Anvil 4	1	2	Anvil Played With A Hammer
Anvil 5	1	2	Anvil Played With A Hammer
Lightning	1	8	Two Anvils, Being Hit With Another Anvil
Thrall 1	1	8	Anvil, Being Hit With A Metal Chain;
Thrall 2	1	2	Multiple Anvils, Being Hit With A Hammer;
Uruk-Hai	1	4	Metal Anvil, Thrown On Top Of Pile Of Anvils;
Thunderbolt 1	1	15	An Ensemble Of Various Metals – Big “Anvil” Sound;
Metal Freak	1	8	5 Small Anvils (Hammers);
Gates Of Hell 1	1	5	Metal Gates, Played With Hammers;
Gates Of Hell 2	1	5	Detuned Metal Gates, Played With Hammers;

Sound Design Percussion

Balrog	1	10	Processed Samples Of Hits On Enormous Sheets Of Metal; Ensemble Hits With Hammers And Large Drumsticks.
Dragon	1	15	2 Concert Bass Drums (Mallets), 2 Detuned Toms (Large Sticks), 2 “Anvils” (Hammers);
King Kong 3	1	10	Processed Off-Beat Hits Of 2 Concert Bass Drums, 1 Detuned Kick Drum, 3 Detuned Timpani And Shouts;
King Kong 4	1	11	Processed Hits Of 2 Concert Bass Drums, 1 Detuned Kick Drum, 3 Detuned Timpani And Shouts;
Mammuthus	4	10	Processed Low Booms
Steampunk	4	10	Processed High Clacks
Thunderbolt 2	1	15	Processed Metal Hits;
Werewolf	4	10	Processed Toms;

Rolls

Armada Roll	4	1	Rolls
Elder Titan 1 Roll	4	1	Rolls
Elder Titan 2 Roll	4	1	Rolls
Elder Titan 3 Roll	4	1	Rolls
Kali Roll	4	1	Rolls
Mumbai Chase 1 Roll	4	1	Rolls
Mumbai Chase 2 Roll	4	1	Rolls
Mumbai Chase 3 Roll	4	1	Rolls
The Cartel Roll	4	1	Rolls
Urban Warrior 1 Roll	4	1	Rolls
Urban Warrior 2 Roll	4	1	Rolls

INSTALLATION / SYSTEM REQUIREMENTS

Available for download directly via Native Access.

Powered by Native Instruments' free Kontakt Player v6.7.1 or higher.

Full /paid/ retail Kontakt supported but not required

Approx. 11GB Hard drive space (~5.5GB for the archived files and ~5.5 GB for the unzipped library)

Internet access

Min. of 2GB RAM

For detailed setup instructions, please follow the link below:

MANUAL SETUP INSTRUCTIONS

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Nikola Petrov

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Dobri Paliev

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Thank you!
George Strezov